

# Sherlock Holmes™

CONSULTING DETECTIVE™



SEGA 

WELCOME TO THE NEXT LEVEL™

I N S T R U C T I O N M A N U A L

## Epilepsy Warning

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

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*A Missive  
from  
Watson*

*My Dear Friend,*

*The following triad of cases presents the opportunity for you to progressively press and put to trial your powers of discrimination and deductive reasoning.*

*These exercises will take you from the ruins of ancient Egypt to the splendence of high society to a young man's romance with war. But, bear in mind that despite differences in the motive, method of operation or milieu of events that surrounds a case, each investigation requires unerring logic as well as strict adherence to the facts.*

*While you conduct your study in detection, you have available the assistance of both Holmes and myself for the retracing of evidence for a case. However, you determine the route of exploration and line of questioning.*

*Your task is to glean the most information from the least number of resources. If you gather key facts and are able to answer the Judge's questions correctly, you will learn of Holmes' solution to the case. But miss a single query, and you'll be sent back for more clues.*

*And now, as you enter upon this adventure in sleuthing, I bid you the best of wishes in your endeavours.*

*I am your most humble servant,*

*Dr. John H. Watson  
221B Baker Street  
London*

*Getting  
Started*

To help you in your investigations, I am enclosing what is called a CD, or compact disc — an amazing little device that effectively storehouses large amounts of information onto a small silver platter.

On this disc, you are provided with recordings of Holmes' and my introductions to the cases. In addition, you have access to all of the resources we had at our disposal during the time of our original inquiries.

In the following steps, I've listed for you the brief instructions you need to make use of the enclosed CD.

1. Set up your Genesis™ and SEGA CD systems and plug in control pad 1. Turn on your TV or monitor, and then turn on the Genesis.
2. Press **Start** or **Button A, B** or **C** when you see the SEGA CD logo. The SEGA CD Control Panel appears.
3. Press **Start** or **Button A, B** or **C** to open the disc tray. Place the CD into the tray. Then press **Button A, B** or **C** again to close the tray.
4. Press **Start** or move the hand cursor on the Control Panel to the CD-ROM button.
5. Press **Button A, B** or **C** to begin.

**P.S.** If the CD is already in the machine when you turn it on, the game will begin automatically after a few moments.

Begin your investigations at the Table of Contents. To make use of any item, move Holmes' pipe stem to the relevant box on the left of an item and press **Button A**.

### **Instructions**

This item takes you to a list of Holmes' and my tools of the trade. To hear information about any tool, move Holmes' pipe stem over it and press **Button A**. You may also turn to pages 8 to 11 of this report for my rendition of each tool's benefit and use.

### **Holmes' Introduction**

Holmes himself speaks on the subjects of detecting and detection methods. Following his monologue, you may obtain brief information about eleven important persons and places. To hear each profile, moves Holmes' pipe stem to your choice and press **Button A**. You may also turn to pages 6 to 7 for additional details.

### **The Cases**

Three of Holmes' most puzzling adventures are offered for your examination and solution. Choose any one to begin your investigations. I have briefly described each case on page 5.

### **Save Game and Load Game**

In the event that you must discontinue a case, you may preserve your current inquiries, and resume them at a later date. Please refer to page 16 for further information.

### **The Mummy's Curse**

**12 April, 1889**

*The Times* started it all — calling the killings the outworkings of an ancient Egyptian curse. I accused the tabloid of capitalizing on the superstitions of the populace.

Yet, four men were dead, with the wrappings of a 4000-year-old mummy binding their fates together. Were the deaths the result of a curse or a cover-up?

### **The Mystified Murderess**

**4 July, 1888**

Her suitor was infuriated: his kind lady had been charged with the murder of a scoundrel, a fortune-squandering bounder, a true cad.

Rumours were that she had favoured the young fellow, but he had frolicked with her sister. It is said that three makes a crowd. In this case, it made a corpse.

### **The Tin Soldier**

**10 June, 1890**

An initiate of high society. An officer. A collector of treasures *sans pareil*. He had travelled many pathways throughout his lifetime. This time, he crossed the wrong one.

Although the direct interview of case witnesses and suspects is invaluable, do not forget to consider the following individuals and institutions that offer insight and information that otherwise cannot be obtained.

**Henry Ellis**, as Foreign News Editor of *The Times*, has a knowledge of international affairs and an interest in criminal activities that merit both consideration and consultation.

**Edward Hall**, a most astute barrister, sets himself apart from the others of his profession through his creative handling of legal matters.

**Quentin Hogg's** practiced deductive mind and experience as a crime reporter for *The Police Gazette* are a recommended asset.

**Sir Jasper Meeks**, Chief Medical Examiner, affords keen observational skills and technical advisement that should not go unnoticed.

**H.R. Murray** is something of an absent-minded chap, yet his expertise as Head Chemist provides connections between physical evidence and the criminal event that are quite valuable.

**Disraeli O'Brian**, head clerk of the Office of Records, is a virtual walking — or should it be said, sitting — encyclopedia for state papers and legal records.

**Langdale Pike**, gossip columnist, is a colorful character who renders descriptions that are just as full-toned as the scandalously noteworthy of London.

**Porky Shinwell**, a one-time resident of Parkhurst Prison, is presently the proprietor of *The Raven* and *The Rat*, catering to patrons whose ears are tuned to the dealings of the underworld.

The **London Library** possesses a remarkable collection of reference works that may prove useful in your investigations.

At **Scotland Yard**, our main contact, Inspector Lestrade, is more useful for his acquisition of inaccessible information than he is for his correlation of theories with the facts of a crime.

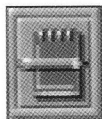
**Somerset House** holds a sizable assemblage of files on births, deaths and marriages, as well as testaments and wills.



Available to you are a number of resources, described here and represented on the game screen by small pictures called *icons*. To use a tool, press the **D-Button** to move Holmes' pipe so that the stem points to the corresponding icon, and then press **Button A**.

### Holmes' Book

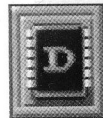
Choose this icon to return to the Table of Contents. If you happen to see this book lying on a table or mantle, selecting it then also returns you to the Table of Contents.



### Notebook

Copy the names of people and places you want to investigate into this handy reminder. To select an item, move Holmes' pipe stem to it with the **D-Button** and press **Button A**.

- ✓ To choose a person or place in the Notebook, select the name. Then select the icon for Travel, Holmes' Files or the Baker Street Irregulars to learn about that person or place.
- ✓ To page through the Notebook, select its lower right corner.
- ✓ To copy a name into the Notebook, choose an entry from the Directory (see page 9), then select the Notebook icon. You'll remain in the Directory while the name is added to the Notebook.
- ✓ To close the Notebook, select its lower left corner, or choose another tool.



### Directory

Look in this reference for the people and places of Holmes' London. Or, place your selection in the Notebook for future reference. To select an item, move Holmes' pipe stem to it with the **D-Button** and press **Button A**.

- ✓ To choose a name in the Directory, select the tab with the proper initial of the person's last name, or select the name of your choice. Then select the icon for Travel, Holmes' Files or the Baker Street Irregulars to learn about that person or place.
- ✓ To page through the Directory, select one of the tabs at the lower left or lower right.
- ✓ To close the Directory, select the gold band at the top, or choose another tool.



## Newspaper

Scan *The Times* of London for start-up clues of the case. To select an item, move Holmes' pipe stem to it with the **D-Button** and press **Button A**.

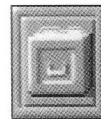
- ✓ Choose the Newspaper icon to see a dated index of relevant issues. Select the box to the right of any date to see the actual issue.
- ✓ To turn the pages of an issue, select its upper right corner.
- ✓ To read an article, first select it from the issue. Then press **Button A** again to enlarge it. Select any one of the four glasses at the bottom of the article to magnify its sections.
- ✓ To close an article, select the large glass at the lower left.
- ✓ To close an issue, select its upper left corner.
- ✓ To close the Newspaper list, select the glass in the upper right corner, or choose another tool.
- ✓ Use the printed issues of *The Times* to locate articles in hard copy. Select the issue of your choice and flip through it until you find the article you need.



## Travel

Hop in your horse and carriage to view actual cinema-like interviews with witnesses, suspects and other leads. Please remember that the Travel icon becomes available only after you choose a name from the Notebook or Directory.

- ✓ To stop momentarily, press **Start**. Press it again to resume viewing.
- ✓ To replay the scene, press **Button C** and then press **Start**.
- ✓ To close the scene at any time, press **Button B**.



## Holmes' Files

Pull up background information and notes of interest. You may review a file on almost every name listed in the London Directory. Please remember that Holmes' File icon becomes available only after you choose a name from the Notebook or Directory.



## Baker Street Irregulars

Gather inside information on the people and places of London from Sherlock's special group of street watchers. Please remember that the Baker Street Irregulars icon becomes available only after you choose a name from the Notebook or Directory.







*Game  
Saving  
and  
Loading*

During the course of your investigation, you may be called away to attend to other matters. At such times, you have the option of filing your case progress and score and reopening them at a different time.

- ✓ To save a game, select Save Game from the Table of Contents.
- ✓ To load a saved game, select Load Game from the Table of Contents, and then choose the game you want to resume.

*Handling  
Your  
Compact  
Disc*

- ✓ The SEGA CD Compact Disc is intended for use exclusively on the SEGA CD.
- ✓ Always use the button controls to open and close the disc tray. Attempting to operate the tray manually may cause it to malfunction.
- ✓ Avoid bending the Compact Disc or touching, smudging or scratching its surface.
- ✓ Do not leave the Compact Disc in direct sunlight or near a radiator or other source of heat.
- ✓ Always store the Compact Disc in its protective case.

**Warning to Owners of Projection Televisions**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

**Limited Warranty**

Sega of America, Inc., warrants to the original consumer purchaser that the SEGA-CD Compact Disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at this number: **1-800-USA-SEGA**.

**DO NOT RETURN YOUR SEGA-CD COMPACT DISC TO YOUR RETAIL SELLER.** Return the Compact Disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he will provide you with instructions on returning your defective Compact Disc to us. The cost of returning the Compact Disc to Sega's Service Center shall be paid by the purchaser.

**Repairs after Expiration of Warranty**

If your SEGA-CD Compact Disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your Compact Disc cannot be repaired, it will be returned to you and your payment will be refunded.

**Limitations on Warranty**

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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